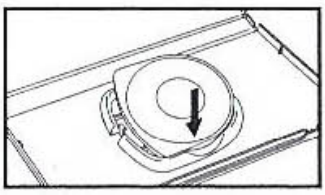
PRINNY™

◆Can I Really Be the Hero?◆

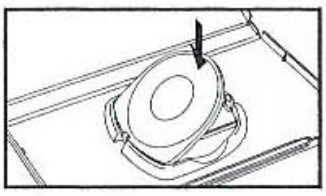
NIS America

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE | BAD LANGUAGE | FEAR | SEXUAL CONTENT | DRUGS | DISCRIMINATION | GAMBLING

The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
http://www.pegi.info

ULES-01278

FOR PERSONAL USE ONLY: this software is licensed for play on authorised PSP™ (PlayStation®Portable) systems only. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See eu.playstation.com/terms for full usage rights. Library programs ©1997-2009 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe (SCEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SCEE. Licensed for sale only in Europe, the Middle East, Africa and Oceania.

"PlayStation", and "PSP" are trademarks or registered trademarks of Sony Computer Entertainment Inc.
PRINNY™ -Can I Really Be the Hero?- © 2009 NIPPON ICHI SOFTWARE INC. © 2009 NIS America, Inc. Published by NIS America, Inc. Developed by NIPPON ICHI SOFTWARE INC. Prinny and Disgaea are trademarks of NIPPON ICHI SOFTWARE INC. Made in Austria. All rights reserved.

SYSTEM SOFTWARE-UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.

By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP™Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP™ system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: **eu.playstation.com**

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the Prinny: Can I Really Be The Hero? disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the × button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

PROLOGUE

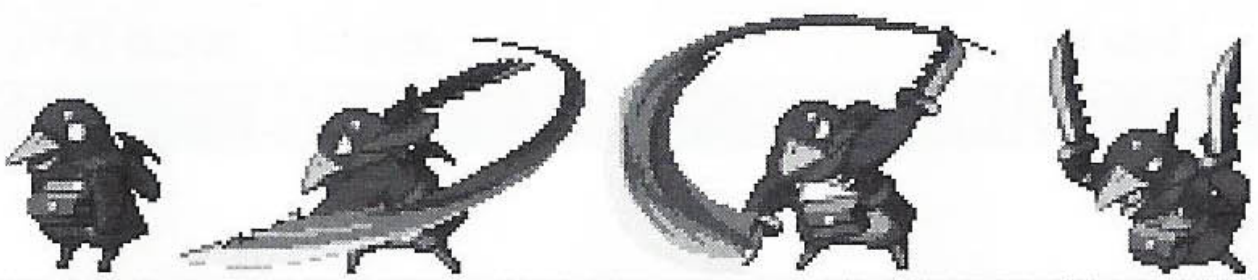
The Netherworld - a land wandered
by creatures of darkness...
As night falls, these demons gain power and
plunge the land into chaos and bloodshed.
Among them are those whose corrupt
spirits were once human...

Prinnies.

There is no flesh beneath their skin, only the souls of
lifeless criminals. And to pay for their sins,
they have been sentenced to a life of slavery.
They are bound to serve, day in, day out,
until their sins are forgiven...
This is the tale of one such day,
toiling under a cruel Demon Lord.

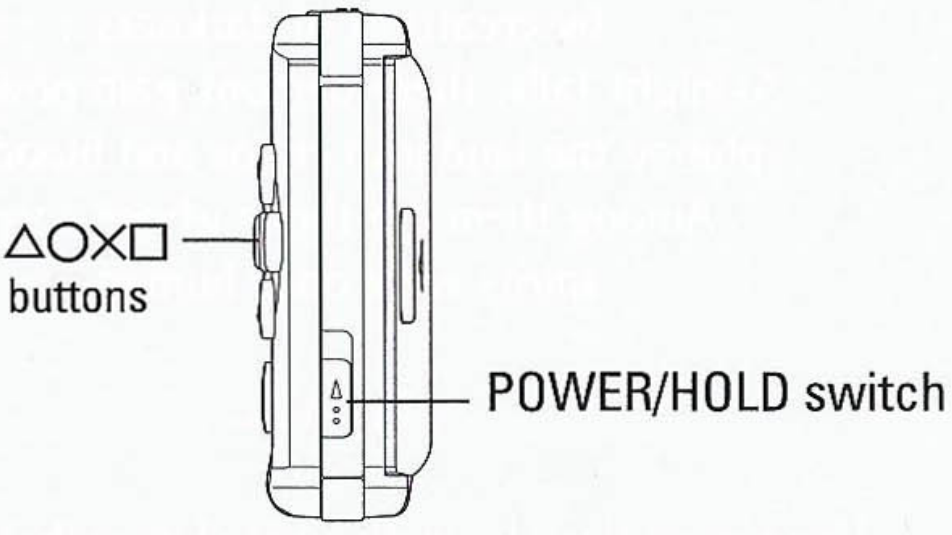
CONTENTS

Getting Started 02
Controls 03
How to Begin / Saving & Loading 04
Settings / Trading Data 05
Game Flow & Objective 06
Prinny Base 07
Stage Select 08
Playing a Stage 09
Game Over / Stage Features 10
Boss Fights / Results Screen 11
Prinny Skills 12
Characters 14
Tips & Tricks 15
FAQ 16

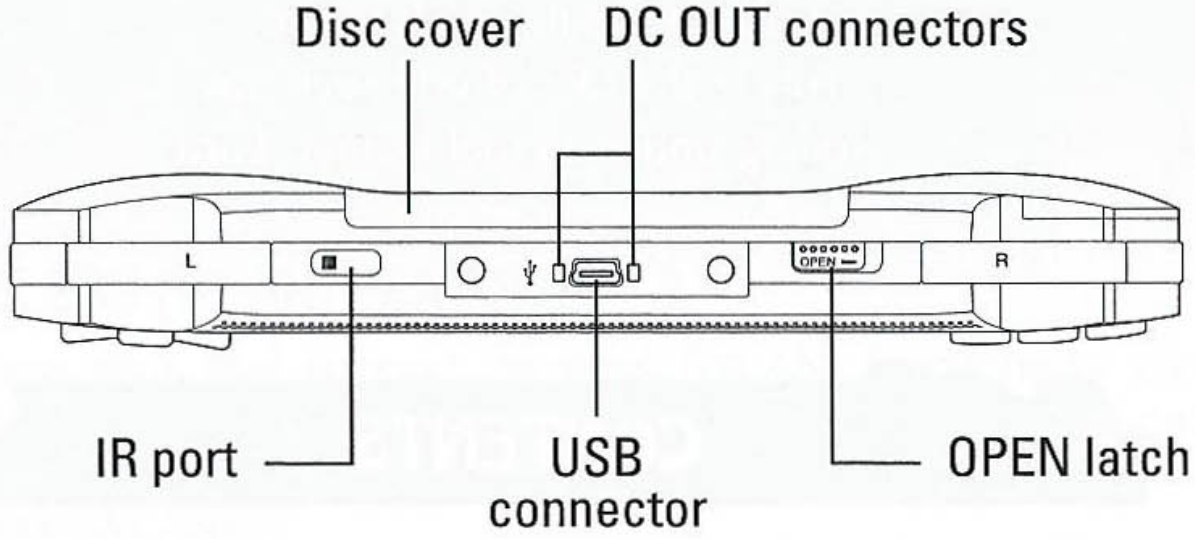


GETTING STARTED

Right side view



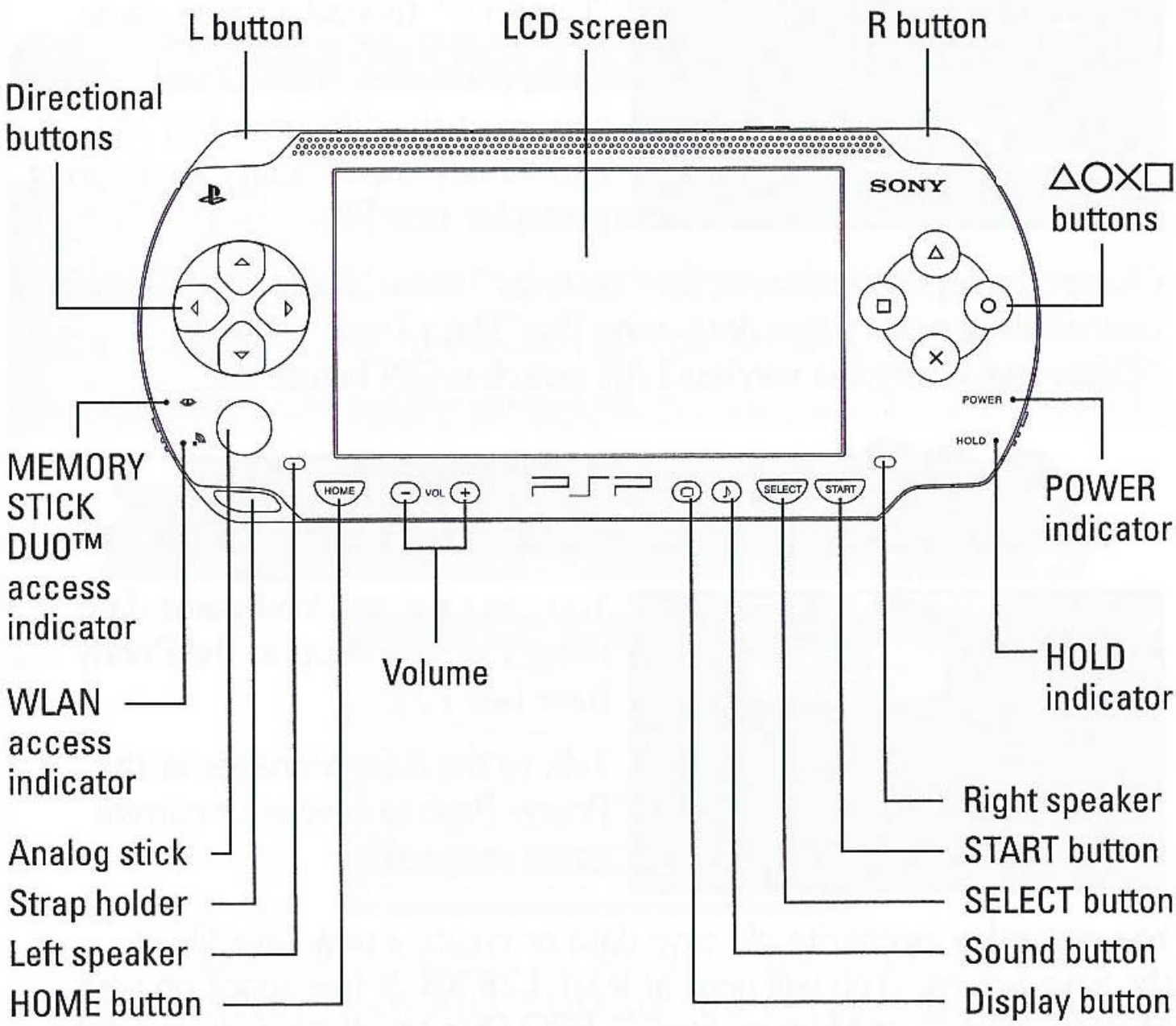
Front view



This title supports English and French languages. It is advised you select your preferred language from the system setting option, from the HOME menu, before commencing play.

CONTROLS

PSP™ (PlayStation®Portable) system configuration



	Stage Controls	Base / Menu Controls
Directional buttons	Use the left or right button to move Prinny (press down button to squat)	Move cursor
Analog stick	Not used	Not used
○ button	Spin Prinny. Press the left or right button while holding ○ button, then release to dash. While dashing, press the down button to slide.	Cancel
× button	Jump. Press again in the air to double jump. Press the × button + down button while in the air to Hip Pound.	Confirm selection / Advance text
△ button	Lift or throw and put down the lifted item by pressing △ + down button	Skip story
□ button	Perform Slash attack. Press the □ button in the air to perform an Air Slash.	Talk to residents
L button	Press the L, R, and × button at the same time to self-destruct.	Switch windows
R button	Press the R button + Up/Down button to scroll the screen up/down.	Switch windows
START button	Not used	Not used
SELECT button	Display system menu	Display system menu

HOW TO BEGIN

Select "New Game" from the Title Screen to begin a new game, or select "Continue" to load a saved game.

Once you select "New Game", you can select the difficulty. You can also modify the difficulty level during gameplay (see P6).

Change gameplay options in the "Settings" menu. Share replay data and view other players' game data using the "Data Trade" option.
*Please make sure the wireless LAN switch is ON before use.

SAVING & LOADING

You can save and load game data using the Save Shop at the Prinny Base (see P7).

Talk to the Save Manager at the Prinny Base to save your current game progress.

You can either overwrite old save data or create a new save file at the Save Screen. You will need at least 128 KB of free space on your Memory Stick™ or Memory Stick™ PRO Duo to create new save data.

To load saved data and continue with a previous game, select "Continue" from the Title Screen.

DOOD!

The Save Shop will appear as an orb at the start of the game.
Try talking to the Blue Orb at the Prinny Base to restore the Save Shop to its proper state!

Records and Items

The list of records earned and items collected, which is found in the Data Shop, is stored in your saved data. Each time you create a new save file, your data records will be saved along with it. To complete the list, you can clear the game or get a Game Over and carry the data over to your next playthrough.

SETTINGS

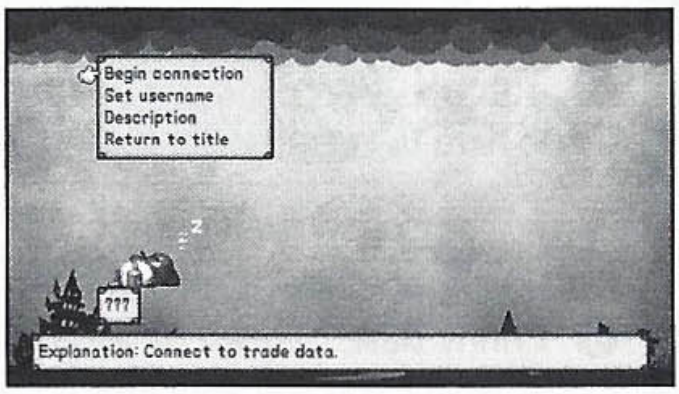
Choose the "Settings" option from the Title Screen or press the SELECT button during the game to modify gameplay options.

Settings

You can modify each setting as desired.

SFX Volume	Change the in-game sound effects volume.
BGM Volume	Change the background music volume.
Voice Volume	Change the spoken dialogue volume.
Camera Switch	Change the camera effect during an Air Slash (see P12).

TRADING DATA



Choose "Data Trade" from the Title Screen to connect to other players and send or receive replay data. Make sure the wireless LAN switch is ON, as this feature utilizes the wireless LAN function. You cannot create replay data unless the Replay Shop has been restored at the Prinny Base. You can play replay data received from other players at the Replay Shop.

Directions

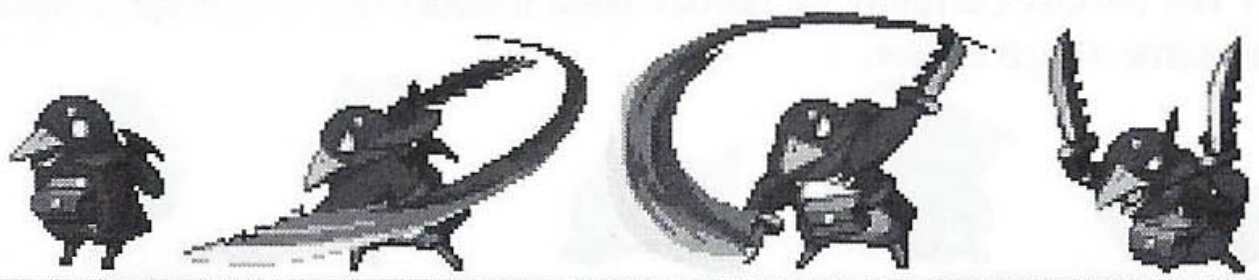
1. Turn ON the wireless LAN switch, then select "Data Trade" from the Title Screen.
2. Select "Set Username" and create your name.
3. Select "Begin Connection", then select "Host" if you are sending data, or "Guest" if you are receiving.

Host

A confirmation message will appear once a guest has connected. Once the guest has connected, select the replay data you wish to send.

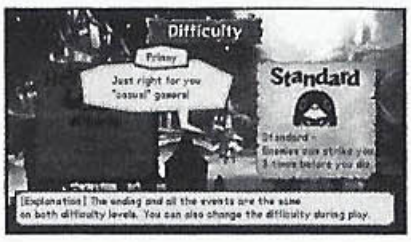
Guest

A list of host names will be displayed. Choose the host you wish to connect to. Once you have connected and the host has selected the data to send, you will receive the data. Save the data once it is received. Each replay file will require at least 352 KB of free space to save.



GAME FLOW & OBJECTIVE

By Demon Lord Etna's decree, the Prinny Squad is on a journey to uncover the secret ingredients for the Ultra Dessert. Gather the ingredients from the boss of each stage, and put together the Ultra Dessert within the 10-hour time limit!



❶ Difficulty

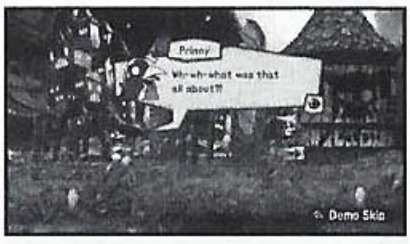
Standard

You can absorb up to three hits before you'll actually die.

*The events and ending won't change based on difficulty, but some records in the Data Shop (see P7) may be affected.

Hell's Finest

You're dead as soon as you touch the enemy once.



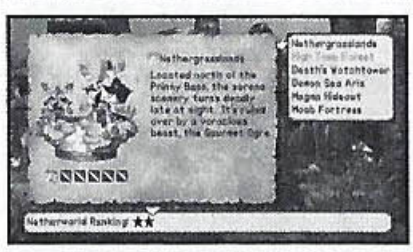
❷ Opening cutscene

❸ Tutorial Stage

Come here to practice the basic game controls.

❹ Prinny Base

This is where you will select each successive stage, save your game, and access other various functions (see P7).



❺ Stage Select

You can choose from 6 different stages in any order you want. You can't choose a stage you've already cleared.

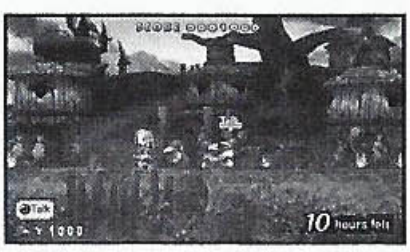
❻ Gameplay

Main stage → Boss fight → Results

The stage is over once you beat the final boss, after which you'll see a results screen that displays clear time, deaths, and Lucky Dolls found. You will then return to the Prinny Base and proceed to another stage.

What might happen once you clear all 6 stages...?

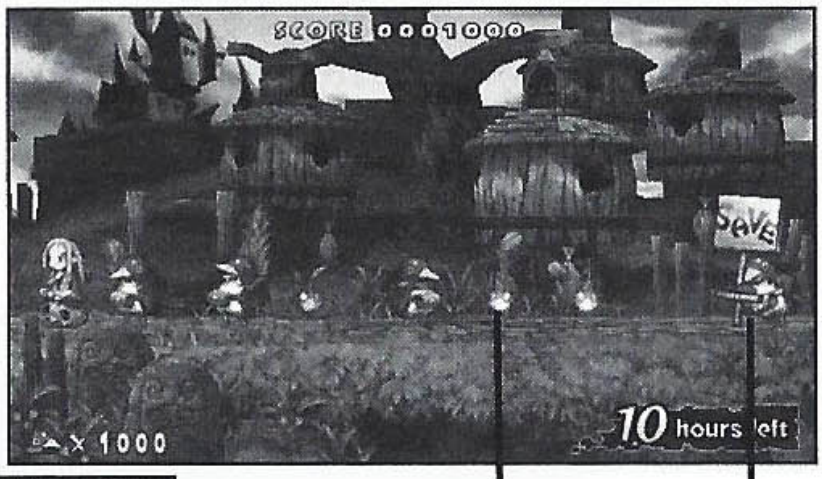
The Passage of Time

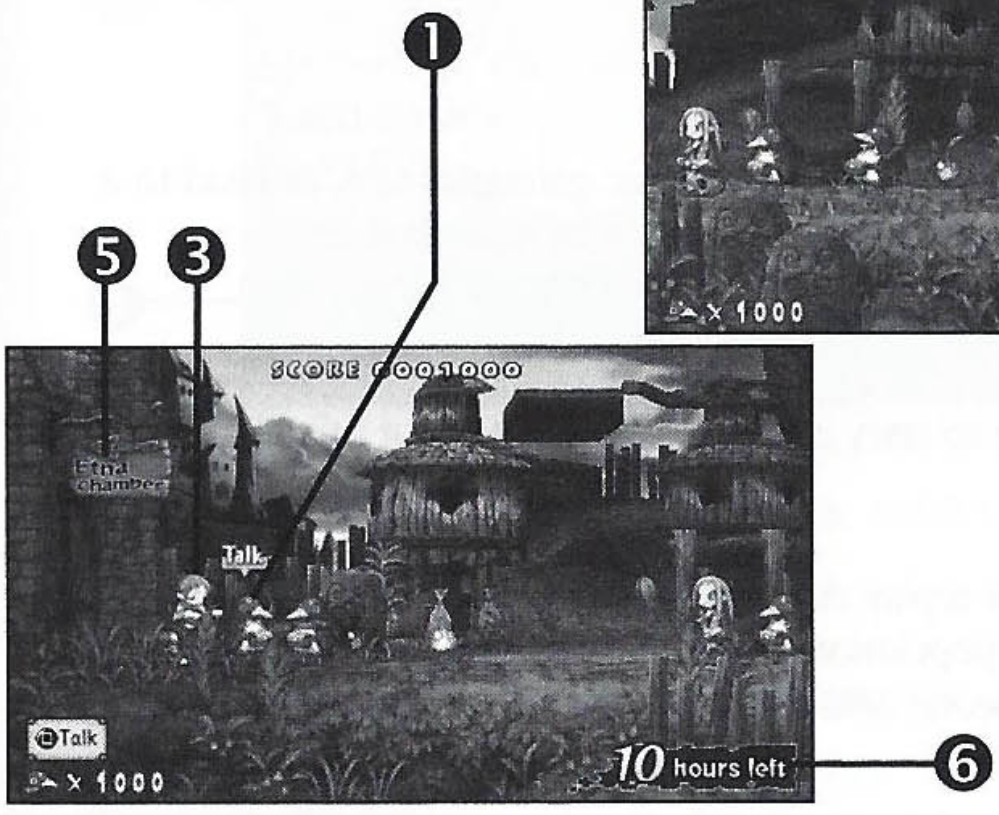


The way time passes in the game isn't connected to the real world. No matter how long you spend in a stage, one in-game hour will pass once you're done. A stage's geography and enemy difficulty can also change depending on the hour. Playing a stage later in the day will almost certainly be harder than if you played the same stage earlier.

PRINNY BASE

This is the area the Prinny Squad uses as its base of operations.
You can choose stages and save your game from here.





❶ Prinny Base Residents
Approach residents and press the □ button to talk to them.

❷ Save Shop
Save your current game progress here.

❸ Data Shop
Here you can view a record of your high scores and items collected. You can also use this to check your Battle Data, Collection, Monsterpedia, and Netherworld Awards.

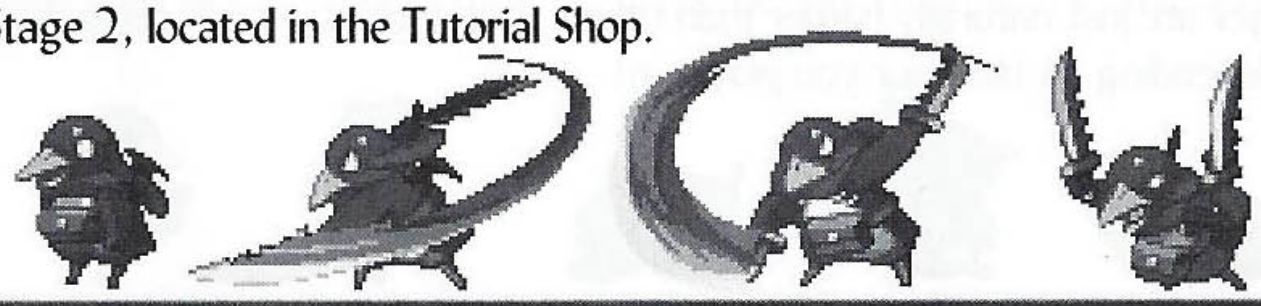
❹ Nameless Orb
Revive Nameless Orbs by hunting down multicolored orbs scattered throughout the stages.

❺ Doorway
Use the door on the left to enter the Etnachamber, or the door on the right to choose a stage.

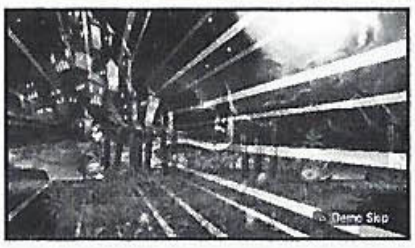
❻ Hours left
This shows how many hours you have left before Etna performs unspeakably painful acts on you.

DOOD!

Some of the orbs needed to release the residents' souls can be found in Tutorial Stage 2, located in the Tutorial Shop.



Residents



Revive the residents by finding their corresponding orbs scattered through the stages.

Tutorial Manager

Come here to view basic gameplay tips, or head to a tutorial stage to practice basic techniques.
You can also change the game difficulty here.

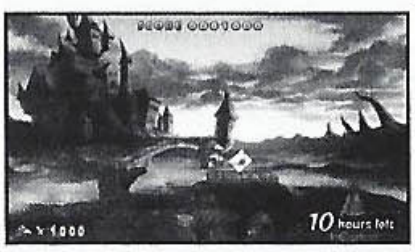
Dimension Guide

Visit the Dimension Guide to retry cleared stages, or try out other extra stages.

Replay Manager

This is where you can view replay data you've saved, or data received from other players. The Prinny Base population will increase as you play through the game. You might even meet someone who can help you escape from your troubles...

DOOD!



Torn Letters...?
Something might happen if you manage to track them all down!

STAGE SELECT

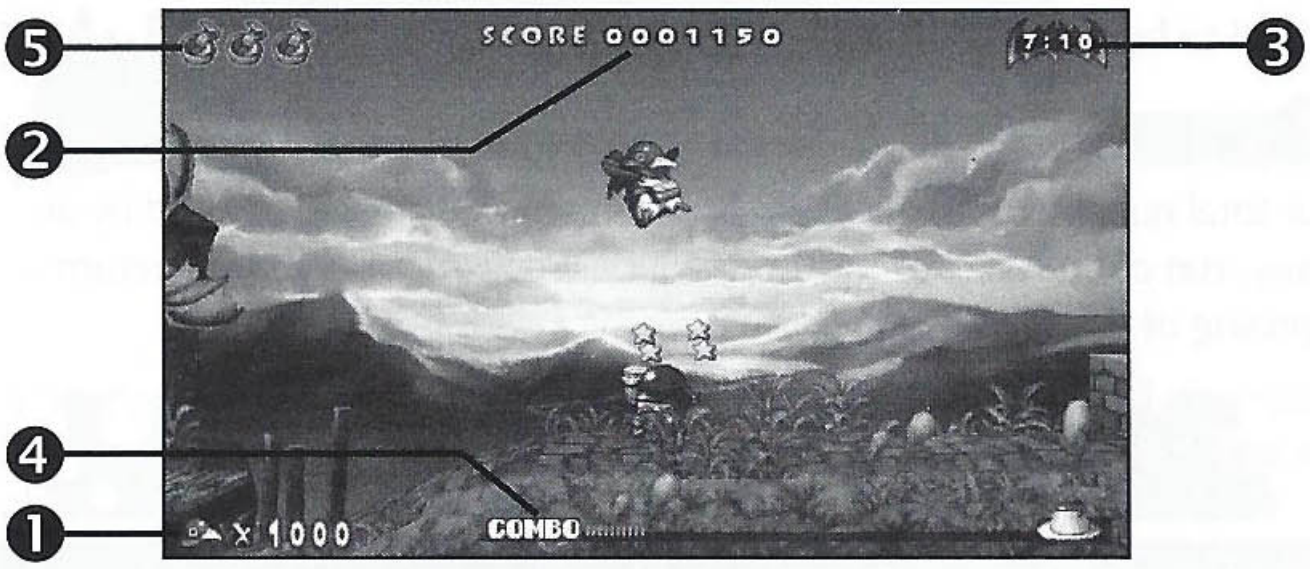
1. Stage Icon
2. Description
3. Ranking — Relative difficulty of the stage.
4. Hour Icon — Current hour.
5. Hour Cleared — Hours that have been cleared.

DOOD!

Some stages are just naturally harder than others, but each stage will get even tougher depending on the hour you play it in!

PLAYING A STAGE

Screen Details



❶ Remaining Prinnies

This will decrease by one each time a Prinny dies, and it's Game Over once the number reaches 0.

❷ Score

Gain points by collecting sweets and defeating enemies.

❸ Remaining Time

You'll lose a life if the timer reaches 0. The time limit for each stage is 8 minutes, and 3 minutes for each boss fight.

❹ Combo Gauge

Raise this by stunning consecutive enemies with the Hip Pound (see P13). Fill the gauge to earn random sweets, which will be added to your point total.
*In Standard mode, a scarf may also appear as a reward. The gauge will drain as time passes, so be quick to keep it filled!

❺ Scarves

In Standard mode, up to 3 scarves will be displayed. Each time you're hit, a scarf will be taken away. Once all your scarves are gone, the next hit will cause a Prinny death. *This does not apply if you fall down a pit or run out of time.

System Menu

Press the SELECT button to open the system menu.

Retreat
Abandon the stage and return to the Prinny Base.

Settings
The same settings will be displayed as these from the "Settings" menu on the Title Screen.

To Title
Return to the Title Screen.
*"Retreat" will not be displayed at the Prinny Base.

DOOD!

All progress since your last save will be lost if you use return to the Title Screen. If you wish to save your current progress, be sure to go to the Save Shop first.

GAME OVER

The game is over if your remaining number of Prinnies reaches 0. The story will start over, but you will be allowed to keep all gained items and records.

DOOD!

Your total number of Prinnies will fall by one every time you're killed by an enemy, run out of time, or fall down a pit. When you die, you will return to the beginning of the stage, or your most recent Revive Point.

STAGE FEATURES

Revive Point

Hip Pound the Revive Point to activate it. Once you do, you will restart from this point any time a Prinny dies. Activating it will also give you a full Combo Gauge.

Atonement Gate

Hip Pound the Atonement Gate to enter the stage boss's chamber.

Sweets

You'll gain points each time you move over these items.

Bombs & Barrels

You can cause damage by lifting and throwing a bomb into an enemy. Hit a barrel with a bomb to detonate it and cause a huge explosion!

Tank

Hip Pound a tank to enter it and gain control. There is a time limit for each vehicle, and once time runs out it will break down and disappear. You will also lose additional seconds each time an enemy hits the tank. Press the Up button + ✕ button to leave a tank before the time expires.

Gear Metal YAY

Use the Left/Right buttons to move the tank. Attack by pressing the □ button (hold down for a few seconds and release for a huge attack). Press the ✕ button to jump. Keep your eyes peeled for other types of tanks, as well!

DOOD!

Lucky Dolls...?

There are 3 Lucky Dolls hidden in each stage. Expose them by Hip Pounding the ground. What will happen if you manage to bring one back to the Prinny Base?!

BOSS FIGHTS

❶ Energy Bar — This displays a boss's remaining energy. It will decrease when you attack the boss, and the fight is over once it reaches 0.

❷ Shield Points — The boss will lose a Shield Point each time you successfully land a Hip Pound. Drop a boss's Shield Points to 0 to stun them temporarily.

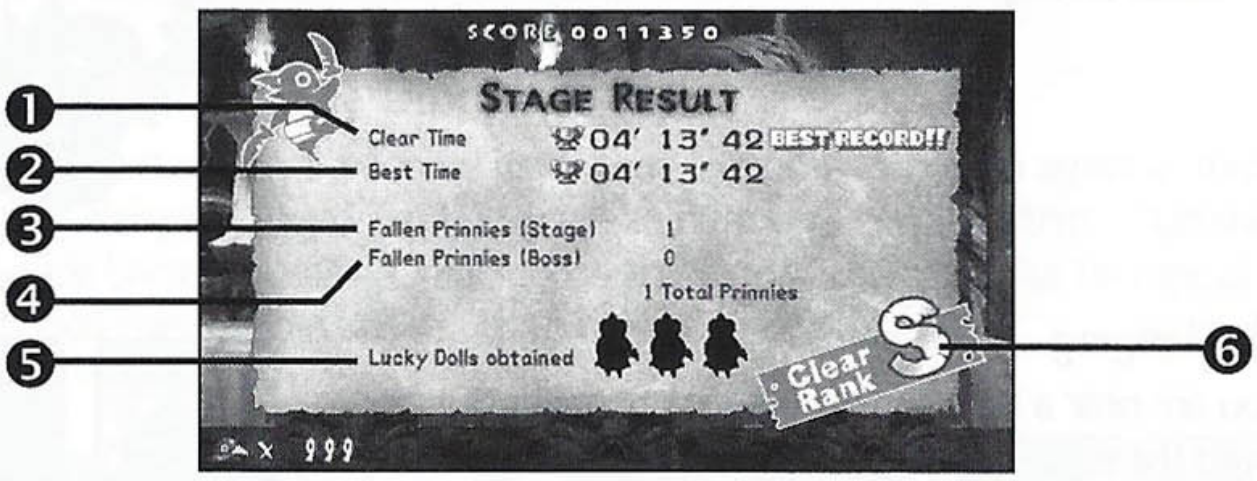
Rage Mode

Once a boss's energy drops below a certain level, it will enter Rage Mode. The boss will turn red, and their attack pattern and speed will change.

DOOD!

Regular enemies can turn red too. If you stun an angry enemy, lift and toss them for a huge explosion!

RESULTS SCREEN



❶ Clear Time — Total stage playtime. You'll earn a bronze, silver, or gold award based on your speed.

❷ Best Time — Your overall best time on that specific stage.

❸ Fallen Prinnies (Stage) — The number of Prinnies who died during the normal stage.

❹ Fallen Prinnies (Boss) — The number of Prinnies who died during the boss battle.

❺ Lucky Dolls — The number of Lucky Dolls collected in the stage.

❻ Clear Rank — Your rank can be either D, C, B, A, or S, and is based on your stage clear time and total number of deaths. Try to aim for an S on every stage!

PRINNY SKILLS

The Basics

Moving & Squatting

Move Prinny by pressing the left/right buttons. Press the down button to squat.
You can't move or attack while squatting.

Jumping & Double Jumping

Press the ✕ button to jump. Press the ✕ button again while in the air to perform a double jump.

Slash Combo & Air Slash

Press the □ button while on the ground to slash repeatedly. Press the □ button while in the air to use the long-range Air Slash.
*Air Slash is a ranged attack, but is less powerful than the Slash attack. Use these skills wisely depending on the situation.

Hanging

If you are near a ledge, press the directional button toward the edge to hang onto it. Keep pressing toward the ledge, or the up button, to climb up.
Press away from the ledge, or the down button, to fall off the edge. You can use this skill while standing or while in the air.

Standard Moves

Hip Pound

Press the down button + × button while in the air to perform a Hip Pound. This will temporarily stun the enemy.

*When stunned, the enemy cannot move and will take more damage. This is your perfect chance to attack! But beware - you can't stun every enemy with just one Hip Pound.

Spinning & Dashing

Hold down the O button to start Prinny spinning. The longer you hold, the faster Prinny will spin. While spinning, release the O button and press the left/right button to dash in that direction. Also, Prinny is invincible while he is spinning.

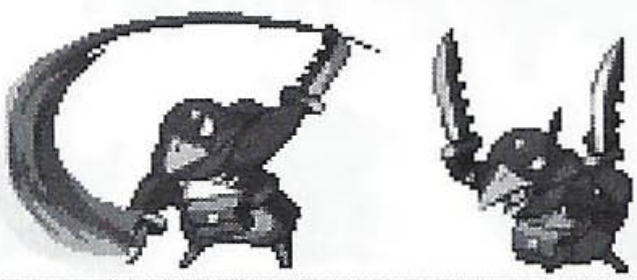
*Prinny will become dizzy if you spin him for too long.

Sliding

While dashing, press the down button to slide. Prinny will be invincible while sliding.

Lifting, Throwing, & Dropping

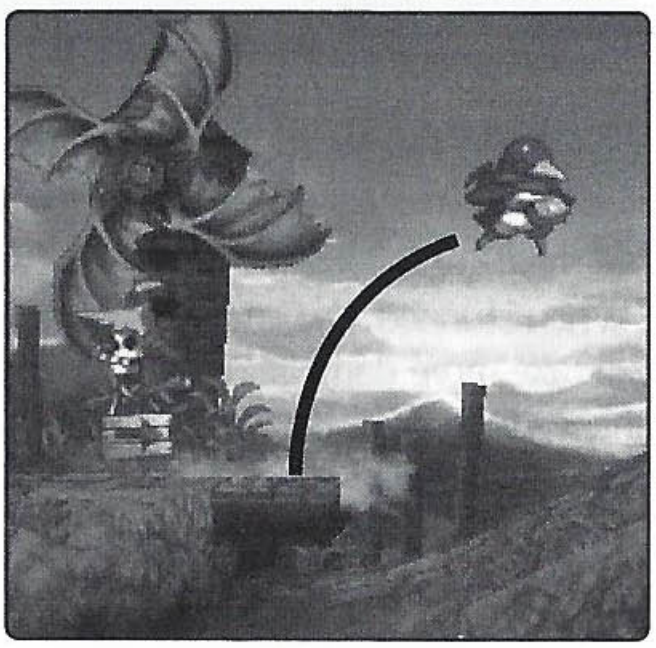
Press the △ button to lift a nearby item, then press the △ button again to throw it. You can also press the down button + △ button to drop the item. *Liftable items include barrels, bombs, tanks, and even stunned enemies! But be careful, since stunned enemies can still return to normal while being lifted.



Advanced Techniques

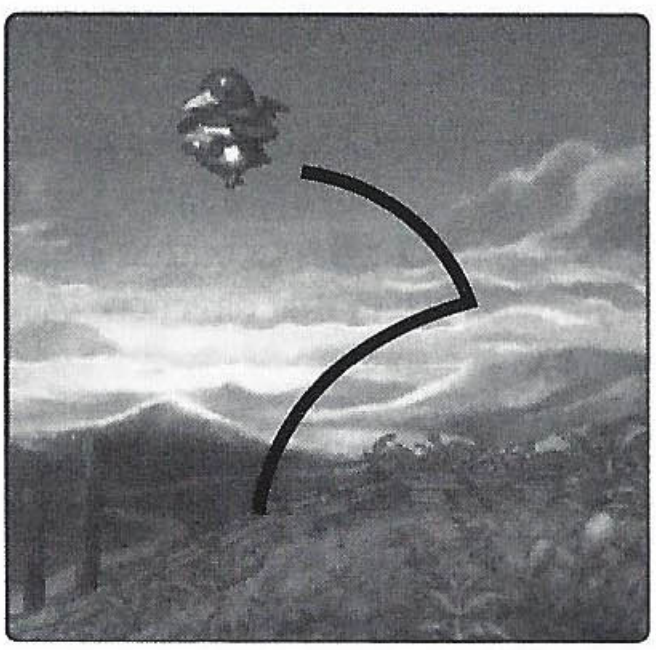
Dash Jump

If you jump while dashing, you will go much farther than a normal jump.



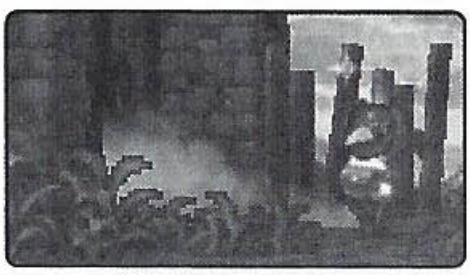
3-Point Hop

Jump while pressing one direction, then double jump while pressing the opposite direction. This is useful if you want to quickly reach a platform directly above you.

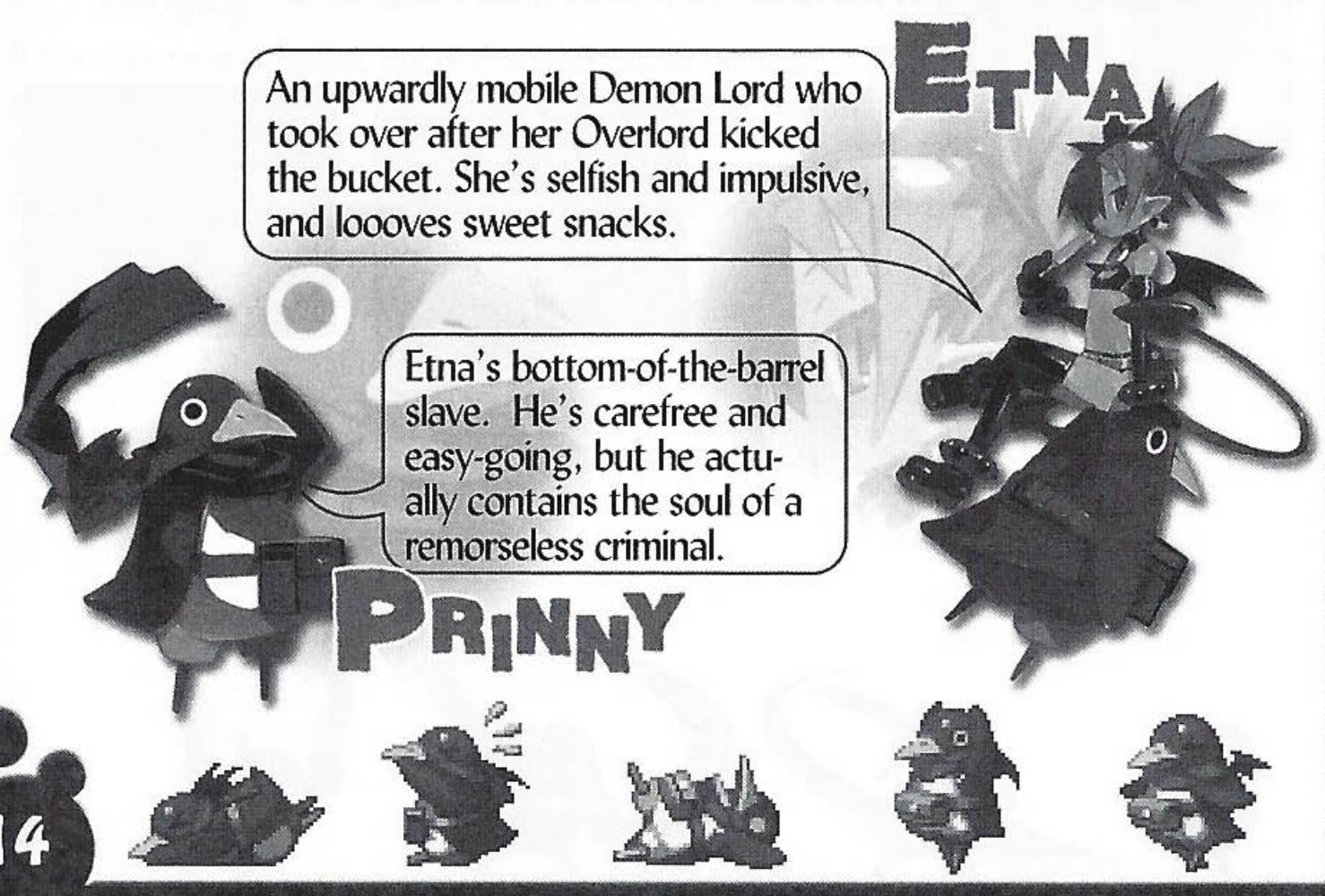


Quick Dash

Hold down the O button while dashing to begin another spin, then release to dash again. You can also dash in the opposite direction by pressing the directional button away from your current direction.



CHARACTERS

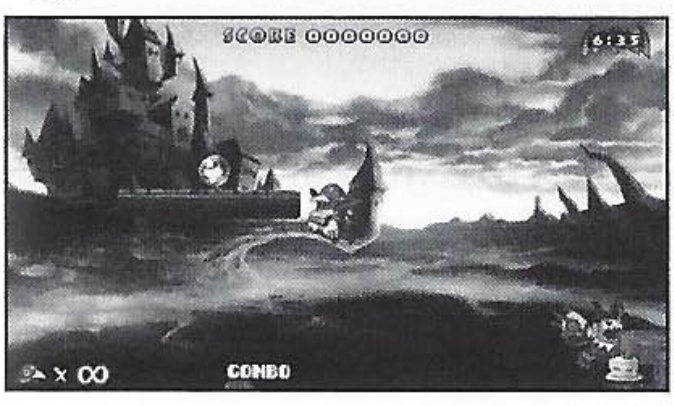


TIPS & TRICKS

☑ Hip Pound the bosses!

Bosses naturally have high defense, so flailing blindly on them won't get the job done. Use Hip Pounds to take away all their Shield Points and stun them. This will give you the perfect opportunity to inflict huge damage!

☑ Just out of reach!



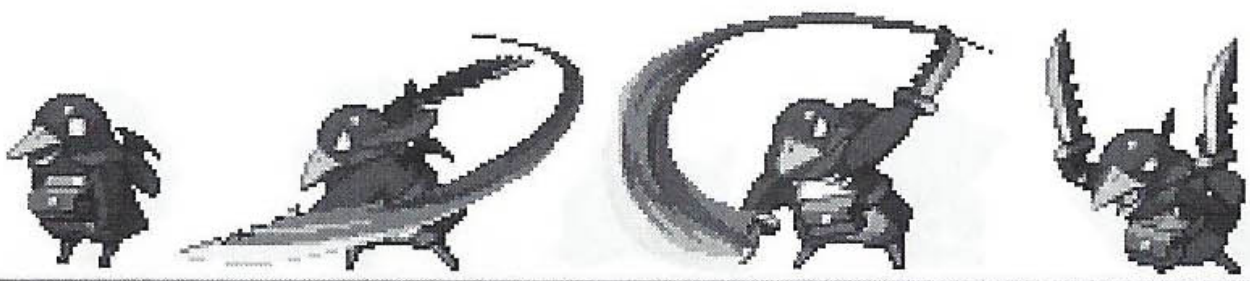
See somewhere you want to go, but you can't quite get there? In that case, try using a Dash Jump! Follow this up with a Double Jump to push yourself even farther. You can also perform a Double Jump after Hip Pounding an enemy, so you can use them as stepping stones!

DOOD!

Even if an enemy is invincible, you can still Hip Pound them without being hurt yourself. Use these enemies to reach higher ground, or simply as a shortcut!

☑ Squatter's rights!

Many enemy attacks can be avoided simply by squatting.
Don't forget this easy, instant dodge technique!



FAQ

Q How do I play a level again after I've already beaten it once, dood?

A Once you revive the Dimension Guide at the Prinny Base, you can go back to any stage you've cleared already.

Q How come I get different ingredients for playing the same level, dood?

A You get different ingredients depending on the order you play stages in. But don't worry, it's all the same in the end!

Q What's the deal with the televised awards ceremony, dood?

A You get different awards if you meet certain requirements during play. There's all kinds of rewards, so do your best to earn them all!

Q All my friends are dead, dood! I can't take it anymore! How do I escape?!

A You can use the Runaway Shop to abandon your mission, but it's Game Over if you do. But it's nice if you want to restart your game and keep all your records and awards.

Q What's the point of the self-destruct feature, dood?

A I dunno, it just looks cool! Plus, maybe there will be times where you want to die instantly, for whatever reason...

Q I can't beat these bosses, no matter how many times I try! Ya gotta help me, dood!

A Just stop relying on reflexes and pay attention to their movements! They all have a pattern, and you just have to find your chance to stun them with Hip Pounds.

Q That didn't work, dood! They're eating me alive out there!

A Okay, well...there is ONE thing you can do. But it's pretty risky, and it should only be used as a last resort! It's...the Prinny Bomb. This double-edged sword is a forbidden skill, so you can't just use it right away. To gain access to this attack... Well, that's our little secret.

ULES-01278

"PS", "PlayStation", "PSP", and "△ ○ × □" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All rights reserved.

PRINNY™ -Can I Really Be the Hero? - ©2009 NIPPON ICHI SOFTWARE INC. ©2009 NIS America, Inc. All rights reserved.
Licensed to and Published by NIS America, Inc. Prinny and Disgaea are trademarks of NIPPON ICHI SOFTWARE INC.

0813633010014